

COBB COUNTY PARKS, RECREATION, AND CULTURAL AFFAIRS DEPARTMENT
SUMMER BASKETBALL LEAGUES
CONSTITUTION AND BYLAWS
2008

I. GAMES

- A. **National Federation of State High School Association Rules** shall be strictly adhered to unless contrary to the following rules and regulations.
- B. All games will consist of two (2) 20-minute halves with the clock running. (Clock stops for timeouts and emergencies only). It will be on regulation clock for the last two (2) minutes of the first half and the last five (5) minutes of the second half. Tie games shall result in a two-minute over-time period(s) until game is won. All over-time periods will start with a jump ball at center court and be on regulation clock. One time-out will be allowed per over-time period.
- C. If a 25-point difference exists in the last 5 minutes of the game the clock will continue to be a running clock. *(The clock will continue running even if the score drops below 25 points.)* Exception: If a team is playing with less than 5 players and behind by 25 points in the last 5 minutes the game will be stopped.
- D. No jewelry, watches, earrings, or other ornaments may be worn in a game. *Exception: a smooth wedding band or religious symbol can be worn if taped to the body.*
- E. Only the members of a team, one coach, and one manager will be allowed on the bench. All players and coaches must stay behind the coaching line unless entering the game.
- F. All players of the same team **must** wear a legal numbered jersey (letters at least 3/4" wide and, 4" high on front or back) of the same dominant color in the game and also must wear basketball shoes on the floor at all times. (This rule may not be used in order to protest the outcome of a game). **Shorts must be worn properly.** Any player not wearing his/her shorts at the waist will be removed from the game. A two-week grace period will be allowed on jerseys. (All players must wear jerseys of the same dominant color at all times, regardless of the two-week grace period). Duplicate numbers are not allowed. If two teams have on the same color, the visiting team will wear jerseys supplied by CCPRCAD.
- G. A coach has the right to protest over an official's interpretation of the rules provided that protest is made immediately before the next live ball. When protest is made the official shall consult with his associate. If he is convinced that his decision is not in conflict with the rules, he shall notify the scorekeeper that the game is being played under protest. Failure of the official to make such an announcement shall not affect the validity of the protest.
- H. Any player's name or number added or changed in the book after the start of the game shall result in a technical foul being called. (Up to a maximum of two).

I. **All games will have a 10 minute grace period. The team who has 4 players at game time will put their starting players on the floor, the clock will start, and they will begin shooting free throws. Each player will shoot 2 free throws and rotate. This will continue until A) their opponents' 4th player shows up, or B) the clock hits 10 minutes. The shooting team can substitute players but must go to the table and be buzzed in between shots. As soon as the late opponents 4th player is ready to enter the game, they must use a timeout to enter the game, and the ball goes to the team that was shooting free throws. The game will resume at that point. If after 10 minutes, the team still does not have 4 players, then the game will be called, and the score that is on the scoreboard will be recorded. The free throws will be administered by the referees, so there will be no "speed shooting."**

I. Bonus situation shall begin on the 7th team foul and Double Bonus shall begin on the 10th team foul each half. A player shall foul out on the 5th personal foul of the game.

J. Teams will be allowed 4 full timeouts per regulation game and one full timeout per overtime period. Any unused timeouts during regulation play **do not** carry over in overtime periods. **Technical fouls count as personal fouls.**

K. Females can play on men's team.

L. Free throws are played on the release.

II. **ELIGIBILITY**

A. Players released from a team in this league will not be allowed, under any condition, to play with the same team again that season.

B. Teams shall not be allowed to carry more than 25 players on their roster at any one time. (Teams not turning in a roster will automatically forfeit if another team protests the eligibility of any of their players).

C. College students who play on a college team during the season are **not allowed** to participate in this league. To be eligible for play in this league a player must be at least 18 years old before the start of the season.

D. When player eligibility is in doubt, the name(s) (Limit 3) are to be reported to the League Coordinator in writing along with a \$50.00 protest fee (refundable if protest upheld) by 5:00 on the next regular work day after the game protested. If the player in question is not reported in the time set, the game will be official and cannot be contested. In the case of a player playing under an assumed name, the gym supervisor shall ask said player to show a picture I.D. If I.D. does not match name in scorebook, or if no I.D. is produced, the game is forfeited and the player is ejected for the remainder of the season.

E. No new players may be added to a team's roster after the **fourth game**. All players **must be present** to sign in and be placed on the roster prior to the game in which the player(s) participate. All players are subject to I.D. checks if requested by the supervisor/scorekeeper.

- F. In order for a player to change teams, the manager must report to the League Coordinator and verbally release the player, or the player may report to the League Coordinator requesting his release. In the case of a player obtaining his release, and wishing to play with another team, he must be added to the new team's roster by the fourth game.
- G. Players may participate on (1) team per league (Men's B, C or D), in the Cobb County Basketball program. If there are 2 teams competing in two different classes (B & C), they will only be allowed 1 slot in the end of the season tournament. ***At no time can a player play more than one class below the highest class participated in. If a player is confirmed to have played in a lower class game, the player will be suspended for 2 games and the next game for the HIGHER class team will be declared a forfeit.***

III. **PLAYER CONDUCT**

- A. No rowdiness, profane language, or display of unsportsmanlike conduct before, during, or after a game will be tolerated in this league. Players or coaches who are found guilty will be ejected from the game and/or gym. Any player or coach ejected from a game for unsportsmanlike conduct cannot play or coach in the team's next two scheduled games, not counting the game that the player is ejected from.
- B. Any player or coach ejected from a game a second time in one season for unsportsmanlike conduct, etc. shall be suspended for the remainder of the season. Contention that an official's incorrect action caused unsportsmanlike conduct shall never be taken into consideration as grounds to excuse such actions.
- C. Any player or coach attempting to play or coach when ineligible because of Rule IIIA shall be automatically ejected for the remainder of the season and the game shall be forfeited.
- D. Any player found under the influence of alcohol or drugs shall be immediately removed from a game and automatically dropped from the league.
- E. If a player or coach so much as touches an official or Cobb County Representative in anger, or verbally threatens to do him/her bodily harm, he will be barred from the league for an indefinite period to be set by the Cobb County Parks and Recreation Department. (Minimum ejection is (1) one-calendar year in all C.C.P.R.C.A.D. sports). Violators may also be subject to legal penalties as enforced by the police department.
- F. Fighting among players, coaches, or spectators, or other conduct judged inappropriate by the department might result in ejection of those individuals or teams involved for an indefinite period to be set by the department. (Minimum ejection is (1) one-calendar year in all C.C.P.R.C.A.D. sports). Violators may also be subject to legal penalties as enforced by the police department.

- G. Dunking the basketball or grabbing the rim of the basket (on any goal in the gym) is not allowed before, during or after the game, except to avoid injury in the official's judgement. Any player guilty of either offense will be ejected for the remainder of the game and **two** additional games. ***Any player dunking before, during or after the team's last game of the year will result in that game being immediately forfeited to the opposing team.***
- H. A player or coach receiving two discipline related technical fouls in a game shall be ejected for the remainder of the game and two additional games. Any player that is ejected on the last night of league play will be suspended for 2 games at the start of the next season he participates in.

IV. **THE SEASON**

- A. If a team forfeits 2 games during the season, the Recreation Department reserves the right to drop that team from the league with no refund of the entry fee.
- B. If 2 teams end the season with identical records, the team that won the game played between the 2 teams during the season will be declared the winner. If more than 2 teams are tied for the league lead at the end of the half, the winner will be determined in the following manner:
 - 1. If one team has defeated the other two during that half of play, then that team would be the winner.
 - 2. If one team has not defeated the other teams, then the team with the highest average point differential for that half would be the winner (forfeits will not be averaged if a disadvantage would result to a winning team or an advantage to a losing team would result).
 - 3. If a tie still exists, then the team that has given up the fewest points that half will be the winner (forfeits will not be averaged if a disadvantage would result to a winning team or an advantage to a losing team would result).
- C. Once the schedule is completed, no games will be changed. All conflicts must be turned in at registration.
- D. At the end of each half and at the end of season the League Coordinator will place the winner of each league into the next highest classification and the last place team in each league into the next lowest classification where possible.
- E. A post season single elimination tournament will be played at the end of the season. The number of teams registered will determine the number of teams that make the tournament.

TIE BREAKER

The following procedure will be used to determine the first place finisher at the end of each half of play/or break ties for any place.

TWO WAY TIE:

If two teams were tied with identical records, the winner would be the team that won the game when the two met. If the teams split their games for the season then the team with the highest average point differential for that half will win. If the teams are still tied the team that gave up the fewest points during the season will win.

THREE WAY OR MORE TIE:

If three or more teams are tied, the winner will be determined by the most positive point differential average per game for that half, unless one team has defeated all the others during that half.

EXAMPLE:

TEAM "A" WINS:	86	66	50	70	61
	80	60	44	65	60
	+ 6	+ 6	+ 6	+ 5	+ 1

TEAM "A" LOSES:	60	45	TOTAL	+ 24
	53	40	TOTAL	- 12
	- 7	- 5	TOTAL	+ 12 POINTS
				DIFFERENTIAL

GAMES **+ 1.71** **AVERAGE POINTS PER GAME**

If two of the teams still have the same average points per game differential, the winner would be determined by the team that won the game played between the two teams. If the teams split their games then the team that gave up the fewest points will win.